CLAIMS

1. (Previously Presented) A method for producing a graphical user interface, the method comprising:

storing a graphic file created by a multi-layered type computer program, the graphic file containing a list of control objects, wherein each control object is in at least one layer, dictates at least one attribute of a control element, and is editable by a user; and

creating an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file, each control object independently editable relative to a different control object.

2-3. (Cancelled)

4. (Previously Presented) The method of claim 1, wherein the at least one layer of the first control object is grouped with other layers in the graphic file.

5. (Cancelled)

6. (Original) The method of claim 1, wherein the control element is an edit control to manipulate a time-based stream of information.

7. (Previously Presented) The method of claim 1, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

8. (Cancelled)

9. (Previously Presented) A computer system comprising:

a storage;

a display device; and

a processor coupled to the display device and the storage for:

storing a graphic file created by a multi-layered type computer program, the graphic file containing a list of control objects, wherein each control object is in at least one layer, dictates at least one attribute of a control element and is editable by a user; and

creating an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file, each control object independently editable relative to a different control object.

10-11. (Cancelled)

12. (Previously Presented) The system of claim 9, wherein the at least one layer is grouped with other layers.

13. (Cancelled)

14. (Original) The system of claim 9, wherein the control element is an edit control to manipulate a time-based stream of information.

15. (Previously Presented) The system of claim 9, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

16. (Cancelled)

17. (Previously Presented) A system for producing a graphical user interface, comprising:

means for storing a graphic file created by a multi-layered type computer program, the graphic file containing a list of control objects, wherein each control object is in at least one layer, dictates at least one attribute of a control element and is editable by a user; and

means for creating an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file, each control object independently editable relative to a different control object.

18-19. (Cancelled)

20. (Previously Presented) The system of claim 17, wherein the at least one layer is grouped with other layers.

21. (Cancelled)

22. (Previously Presented) The system of claim 17, wherein the control element is an edit control to manipulate a time-based stream of information.

23. (Previously Presented) The system of claim 17, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

24. (Cancelled)

25. (Previously Presented) A computer readable medium having stored executable instructions, which, when executed by a computer system for producing a graphical user interface, cause the computer system to:

store a graphic file created by a multi-layered type computer program, wherein each control object is in at least one layer, dictates at least one attribute of a control element and is editable by a user; and

create an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file, each control object independently editable relative to a different control object.

26-27. (Cancelled)

28. (Previously Presented) The computer readable medium of claim 25, wherein the at least one layer is grouped with other layers.

29. (Cancelled)

30. (Original) The computer readable medium of claim 25, wherein the control element is an edit control to manipulate a time-based stream of information.

31. (Previously Presented) The computer readable medium of claim 25, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

32. (Cancelled)

33. (Previously Presented) The method of claim 1, wherein the at least one layer is linked with other layers.

34. (Previously Presented) The computer system of claim 9, wherein the at least one layer is linked with other layers.

35. (Previously Presented) The system of claim 17, wherein the at least one layer is linked with other layers.

36. (Previously Presented) The medium of claim 25, wherein the at least one layer is linked with other layers.

37. (Previously Presented) A method for producing a graphical user interface, the method comprising:

creating a graphic file containing a list of layers, wherein each layer dictates at least one attribute of a control element and wherein each layer is editable by a user;

creating an application program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having at least one attribute dictated by one layer of the graphic file, each control object independently editable relative to a different control object; and

storing the graphic file and the application program.

38. (Previously Presented) The method of claim 37 wherein the graphic file is created using a program other than the application program.

39. (Previously Presented) The method of claim 37 wherein the layers are grouped.

40. (Previously Presented) The method of claim 37 wherein the layers are linked.

41. (Previously Presented) A system for producing a graphical user interface, comprising:

means for storing a graphic file containing a list of layers, wherein each layer dictates at least one attribute of a control element and wherein each layer is editable by a user; and

means for storing an application program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having

at least one attribute dictated by one layer of the graphic file, each control object independently editable relative to a different control object.

42. (Previously Presented) The system of claim 41 wherein the graphic file is created using a program other than the application program.

43. (Previously Presented) The system of claim 41 wherein the layers are grouped.

44. (Previously Presented) The system of claim 41 wherein the layers are linked.

45. (Previously Presented) A computer readable medium having stored executable instructions, which, when executed by a computer system for producing a graphical user interface, cause the computer system to:

store a graphic file containing a list of layers, wherein each layer dictates at least one attribute of a control element and wherein each layer is editable by a user; and

store an application program to access the graphic file and to display a control element from the graphic file on the graphical user interface, the control element having at least one attribute dictated by one layer of the graphic file, each control object independently editable relative to a different control object.

46. (Previously Presented) The medium of claim 45 wherein the graphic file is created using a program other than the application program.

47. (Previously Presented) The medium of claim 45 wherein the layers are grouped.

48. (Previously Presented) The medium of claim 45 wherein the layers are linked.

49. (Previously Presented) The method of claim 1 further comprising the application program displaying the control objects and allowing the control objects to be edited using the application program to change the control element attribute as dictated by the editing of the control objects.

50. (Previously Presented) The method of claim 39, wherein allowing the control objects to be edited comprises allowing use of the application program to independently change the control objects to cause the corresponding attribute of the control element to change.

51. (Previously Presented) The method of claim 1 wherein the multi-layered type computer program comprises a graphics editor; and

the control object comprises a picture-related control object embodied in an image page and depicting a control element as the element would appear on the graphical user interface or comprises a textual description of an attribute of a control element listed on a layer list page.

52. (Previously Presented) The method of claim 51 wherein the application programmed comprises a video editing program;

wherein the control objects may be edited by adding, deleting, or changing the control object to revise the control elements of the graphical user interface without converting the graphical user interface to an intermediate format or recompiling the graphical user interface; and

wherein the control elements have at least one of an appearance of an element, a location of an element, a size of an element, a type of a graphical user interface environment, a state of a graphical user interface environment, function of a graphical user interface environment or a behavior of a graphical user interface environment dictated by the control objects.

53. (Previously Presented) The method of claim 1 wherein editing a control object causes a control element to be edited.